

## **Overlapping Play 1**

**Both Sides have played so Both Balls are in motion.**

If the Striker has played a valid stroke then:

- Balls moved by the Opponent's ball are replaced
- The Opponent's next stroke will be deemed.
- If the Striker's play was affected then Interference remedies apply. E.g. replay as appropriate.

If the Striker's stroke was a Wrong Ball or a fault then play continues with a Penalty Area Continuation.

## **Overlapping Play 2**

**One Side, in doubles, has played so both their balls are in motion.**

- No points scored for any ball.
- The Opponents choose whether all balls are replaced or left where they stopped.
- The Opponents restart play with either ball of their side.

## **Wrong Ball Play (after all four balls are correctly in play)**

1. **If the Striker (the correct player in sequence) or their partner has played an Opponent's ball; or**
2. **If the Striker's partner has played the Striker's ball then:** "Replace & Replay"
3. **If the Striker has played the partner ball or the Striker's partner has played their own ball then:** "Replace & Replay" or "Ball Swap"

### **Replace & Replay means:**

1. All balls moved by the last stroke are replaced.
2. Any points scored by the last stroke are cancelled.
3. The striker who should have played then plays the striker's ball.

### **Ball Swap means:**

1. The last stroke is now valid. Points scored count for the ball's owners.
2. The last ball played and its partner ball are swapped. All other balls stay where they stopped.
3. A swapped ball takes on the offside status of the other ball.
4. The non-offending side restarts with next ball in sequence after the ball which should have been last played.

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## Wrong Ball Play–Special Cases

1. If the **player** of the previous stroke played the opponent's ball and the opponent has then played **a ball** then;
    - Any points scored from the two **invalid** strokes are cancelled.
    - Play continues by a Penalty Area Continuation.
  2. If the same side plays successive strokes (which are not otherwise permitted) then:
    - No points scored for any ball as a result of any stroke after the offending sides last valid stroke.
    - The Opponents choose whether balls are left where they stopped or are replaced to their positions before the invalid stroke(s).
    - The Opponents then restart with either ball of their side.
- However, if the correct Striker has also played (so that both sides have balls in motion) refer to Overlapping Play for the remedy.**

## Wrong Ball – Special Cases Cont'd

### 3. Wrong Ball and Fault in the Same Stroke.

If either 1 or 2 above don't apply then:

- The wrong ball is ignored.
- The Opponent decides to either leave balls where they stopped or have them all replaced.
- The Opponent then plays the next ball in sequence after the ball that should have been played in the last stroke.

### Penalty Area Continuation (applies when);

- Hoops have been run out of order
- Overlapping play has occurred involving both sides and where the Striker's side has played a wrong ball or a fault.
- Wrong Ball play (see Special Case 1 above) has occurred.

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